



# **MASTER SYSTEM CONVERTER™**

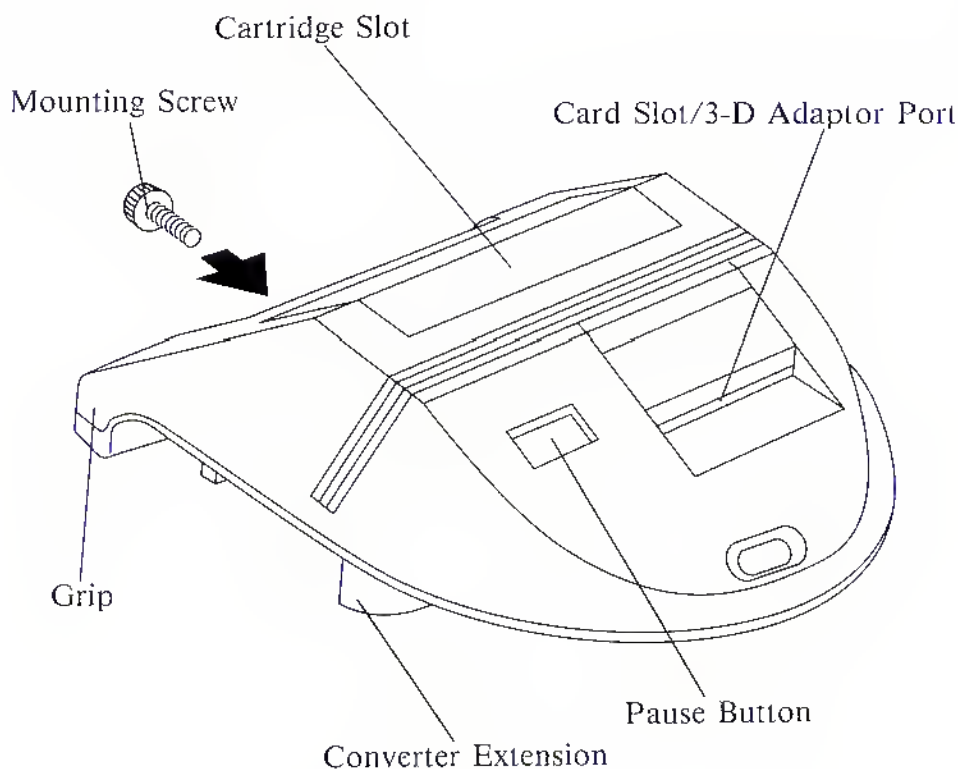
**Instruction Manual  
Bedienungsanleitung  
Manuel d'instructions  
Manual de instrucciones  
Manuale d'istruzioni  
Bruksanvisning**



# The Master System Converter

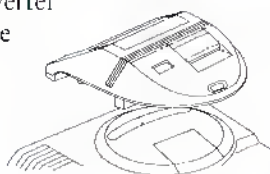
The Master System Converter is designed to make the Mega Drive System compatible with Master System games and peripherals.

## Parts Identification

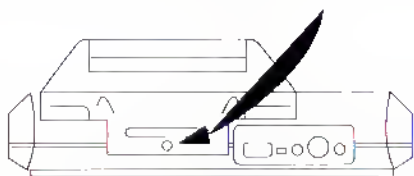


# The Converter Connection

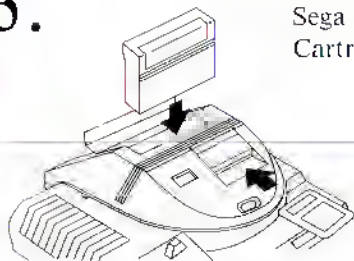
1. Make sure the Power Switch is OFF. Then mount the Converter onto the console by slipping the Converter Extension into the Mega Drive Console Cartridge Slot.



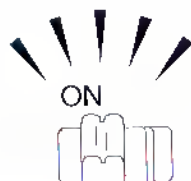
2. Adjust the Converter by tightening the Mounting Screw.



3. Insert your Sega Card/ Cartridge.



4. Turn the Console Power Switch ON.



## Compatible Peripherals

The following peripherals can be used with the Master System Converter:

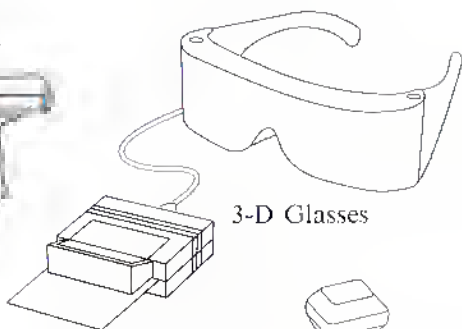
Sports Pad



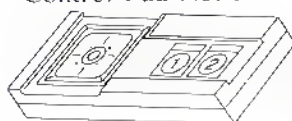
Light Phaser



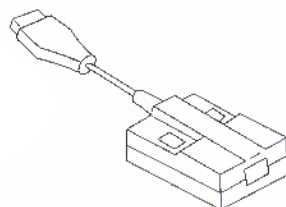
3-D Glasses



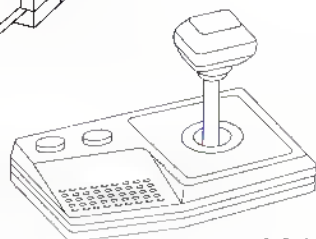
Control Pad No. 3020



Rapid Fire Unit



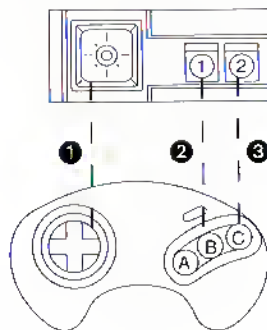
Control Stick



# Operating the Mega Drive Control Pad

When you use the Mega Drive Control Pad, please follow these directions.

- ❶ Direction Button  
(same as *Sega Control Pad*)
- ❷ Button B  
(same as *Button 1*)
- ❸ Button C  
(same as *Button 2*)



## Some Exceptions

The following cartridges must be played with the Sega Master System Control Pads, Model 3020, only.



- Great Volleyball™
- Shanghai™\*
- Alien Syndrome™
- Wonder Boy in Monster Land™
- Where in the World is Carmen San Diego?®\*\*
- Montezuma's Revenge™\*\*\*
- Bomber Raid™

\*©Activision, Inc. 1986, 1988

\*\*©1985, 86 Broderbund Software, Inc.

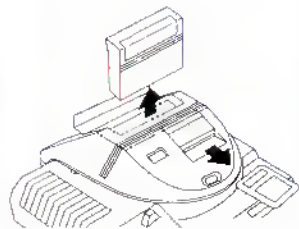
\*\*\*©1984 Utopia Software, Inc., ©1989 Parker Brothers

The F-16 Fighting Falcon™\*\*\* Cartridge cannot be used with the Master System Converter.

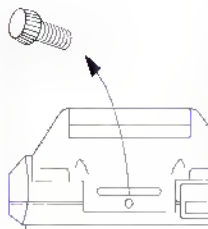
\*\*\*\*© Nexa 1985

# How to Remove

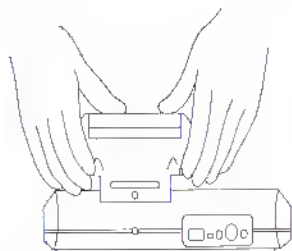
1. Turn the Power Switch OFF, then remove the Sega Card/Cartridge.



2. Remove the mounting screw.

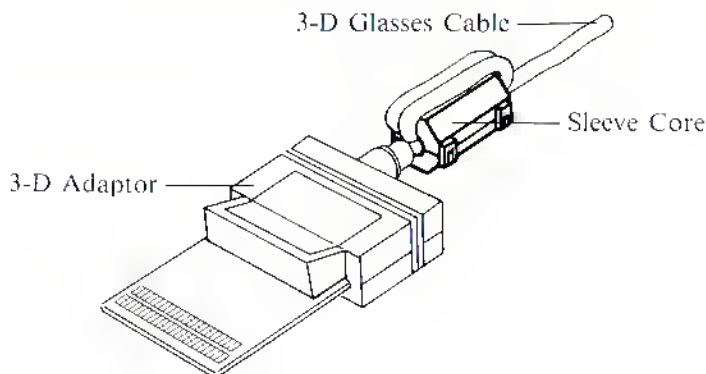


3. Remove the Converter by holding the Grips.



## Precautions

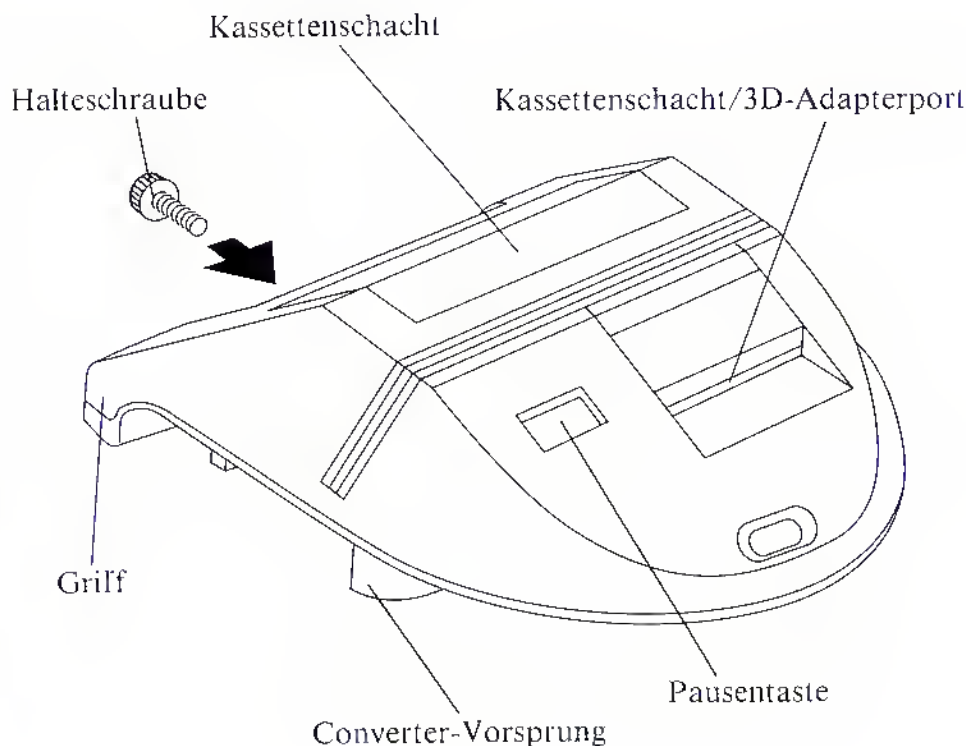
- Make sure the power switch is OFF when you insert or remove the Sega Card/Cartridge.
- Do not drop the Converter.
- Do not disassemble the Converter. If it becomes dirty, clean it with a damp cloth. Do not use chemical cleaners.
- Before connecting your 3-D Glasses to the Master System Converter, open the Sleeve Core and wind the 3-D Glasses cable around the Sleeve Core two times in the manner illustrated below. Then close the Sleeve Core carefully so that the cable for your 3-D Glasses is not accidentally pinched or cut.



# Der Master System Converter

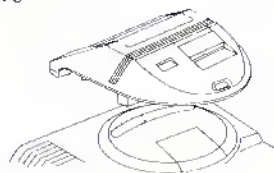
Der Master System Converter dient dazu, das Mega Drive System mit Master System Spielen und Zubehörteilen kompatibel zu machen.

## Beschreibung der Teile

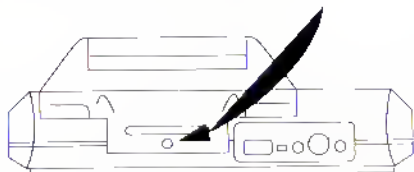


# Anschluß des Converters

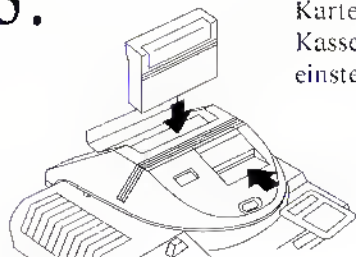
1. Sicherstellen, daß das Gerät ausgeschaltet ist. Dann den Vorsprung des Converters in den Mega Drive Kassettenschacht stecken.



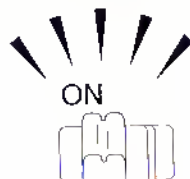
2. Den Converter durch Festziehen der Halteschraube justieren.



3. Die Sega Karte/ Kassette einstecken.

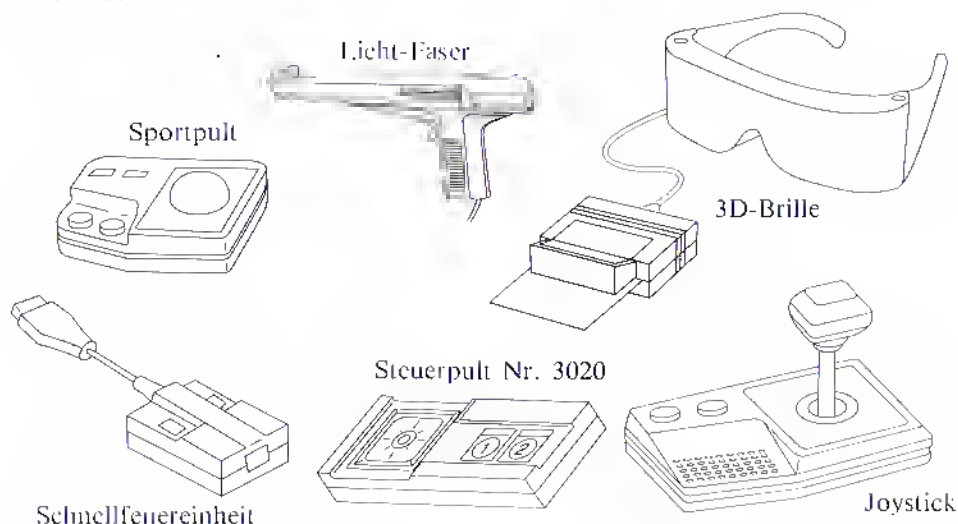


4. Den Ein/Aus-Schalter an der Konsole auf EIN stellen.



## Kompatibel Zubehörteile

Die folgenden Zubehörteile können mit dem Master System Converter verwendet werden:

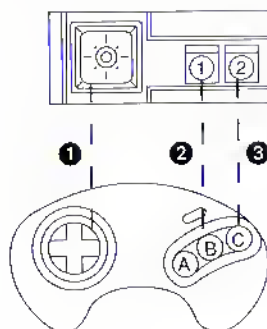




# Umgang mit dem Steuerpult

Bei Verwendung des Mega Drive Steuerpults folgendes beachten.

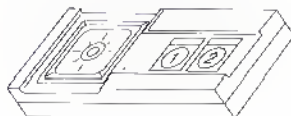
- ❶ Richtungstaste  
(gleich wie Sega-Steuerpult)
- ❷ Taste B  
(gleich wie Taste 1)
- ❸ Taste C  
(gleich wie Taste 2)



## Einige Ausnahmen

Die folgenden Kassetten können nur mit dem Sega Master System Steuerpult Modell 3020 gespielt werden.

- Great Volleyball<sup>TM</sup>
- Shanghai<sup>TM</sup>\*
- Alien Syndrome<sup>TM</sup>
- Wonder Boy in Monster Land<sup>TM</sup>
- Where in the World is Carmen San Diego?<sup>®</sup> \*\*
- Montezuma's Revenge<sup>TM</sup>\*\*\*
- Bomber Raid<sup>TM</sup>



\*©Activision, Inc. 1986, 1988

\*\*©1985, 86 Broderbund Software, Inc.

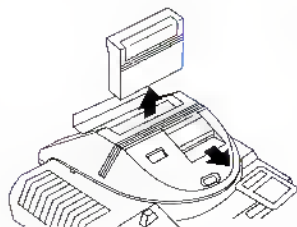
\*\*\*©1984 Utopia Software, Inc., ©1989 Parker Brothers

Die Kassette F-16 Fighting Falcon<sup>TM</sup>\*\*\*\* kann nicht mit dem Master System Converter verwendet werden.

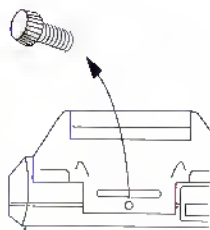
\*\*\*\*© Nexa 1985

# Entnehmen

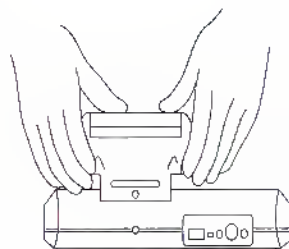
1. Das Gerät ausschalten und die Sega Karte/Kassette entnehmen.



2. Die Halteschraube entfernen.

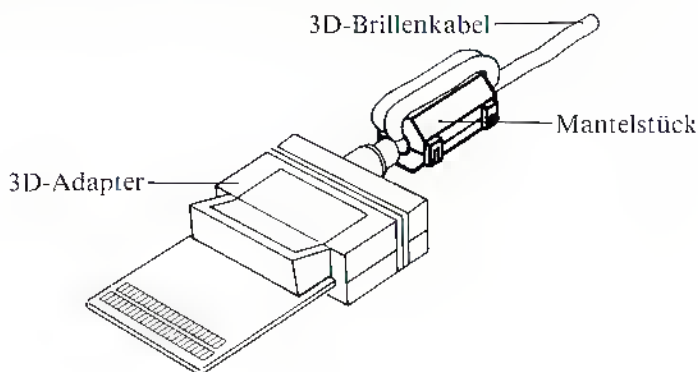


3. Den Converter an den Griffen anfassen und herausziehen.



## Vorsichtsmaßregeln

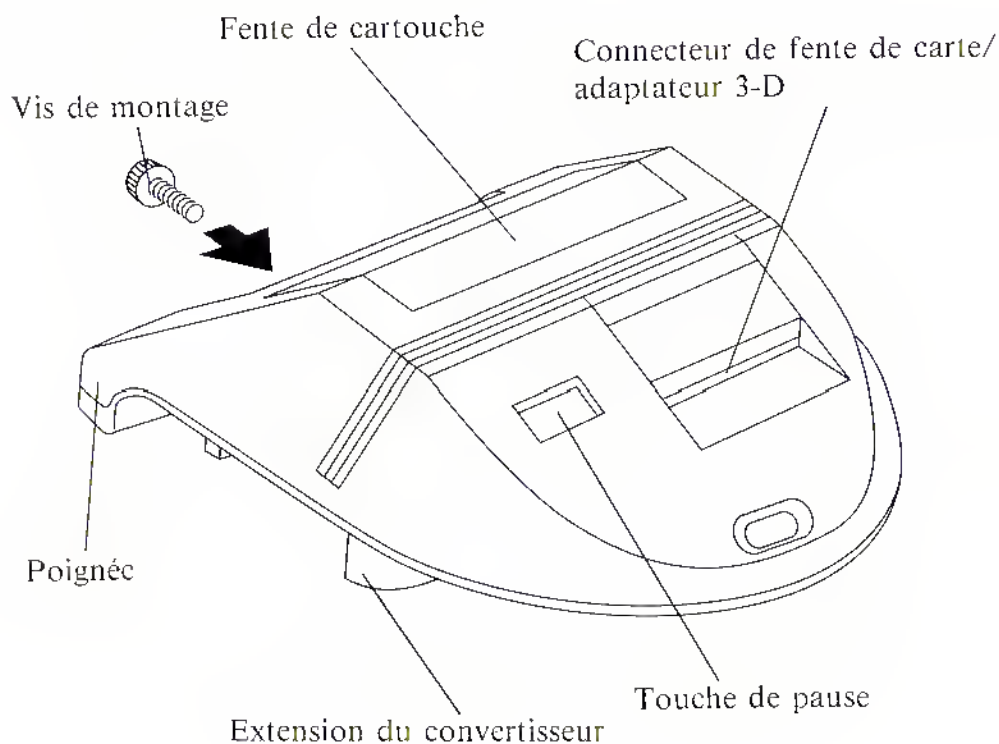
- Immer sicherstellen, daß beim Einschieben oder Entnehmen der Sega Karte/Kassette das Gerät ausgeschaltet ist.
- Den Converter nicht fallenlassen.
- Den Converter nicht öffnen. Wenn er schmutzig wird, mit einem feuchten Tuch abwischen. Keine chemischen Reinigungsmittel verwenden.
- Vor dem Anschluß der 3D-Brillen an den Master System Converter immer das Mantelstück öffnen und das Kabel der 3D-Brille zweimal um das Mantelstück wickeln, wie unten gezeigt. Dann das Mantelstück schließen, so daß das Kabel der 3D-Brille nicht versehentlich geklemmt oder beschädigt wird.



# Convertisseur Master System

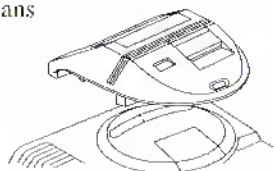
Le convertisseur Master System est conçu pour rendre le système Genesis compatible avec les jeux et les périphériques du Master System.

## Identification des pièces

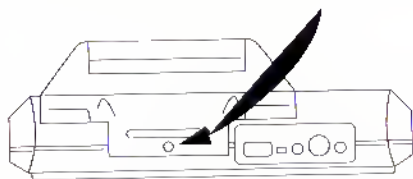


# Raccordement du convertisseur

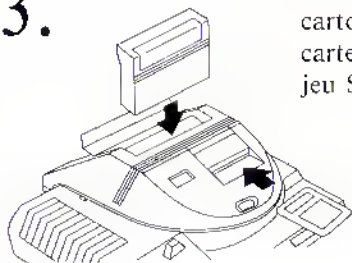
1. Assurez-vous que l'interrupteur d'alimentation est coupé (OFF). Puis, montez le convertisseur sur la console en glissant l'extension du convertisseur dans la fente de cartouche de la console Mega Drive.



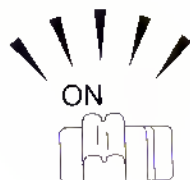
2. Réglez le convertisseur en serrant la vis de montage.



3. Insérez la cartouche/ carte de jeu Sega.



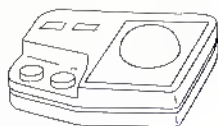
4. Enclenchez (ON) l'alimentation de la console.



## Périphériques compatibles

Les périphériques suivants pourront être utilisés avec le convertisseur Master System:

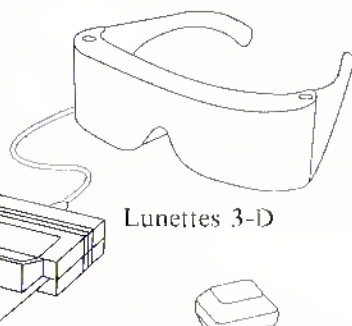
Bloc pour jeux sportifs



Rayon laser



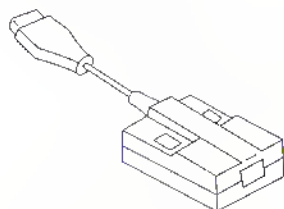
Lunettes 3-D



Bloc de commande n°3020



Unité de tir rapide



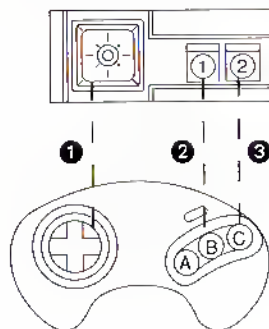
Manche de commande



# Fonctionnement du bloc de commande Mega Drive

Pour utiliser le bloc de commande Mega Drive, suivez les directives ci-dessous.

- ❶ Touche de direction  
(comme sur le bloc de commande Sega)
- ❷ Touche B  
(comme la touche 1)
- ❸ Touche C  
(comme la touche 2)



## Certaines exceptions

Les cartouches suivantes devront être utilisées uniquement avec les blocs de commande du Sega Master System, modèle 3020.

- Great Volleyball™
- Shanghai™\*
- Alien Syndrome™
- Wonder Boy in Monster Land™
- Where in the World is Carmen San Diego?®\*\*
- Montezuma's Revenge™\*\*\*
- Bomber Raid™



\* © Activision, Inc. 1986, 1988

\*\* © 1985, 86 Broderbund Software, Inc.

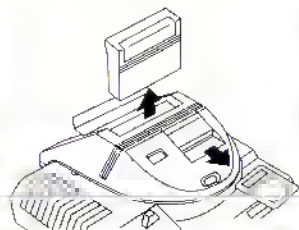
\*\*\* © 1984 Utopia Software, Inc.. © 1989 Parker Brothers

La cartouche F-16 Fighting Falcon™\*\*\*\* ne pourra pas être utilisée avec le convertisseur Master System.

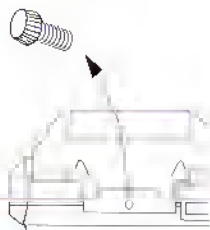
\*\*\*\* © Nexa 1985

# Retrait

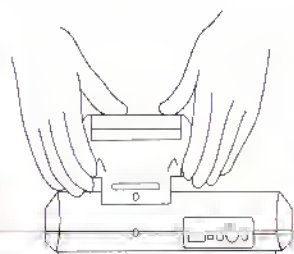
1. Couper l'interrupteur d'alimentation (OFF), puis retirer la cartouche/carte de jeu Sega.



2. Retirer la vis de montage.

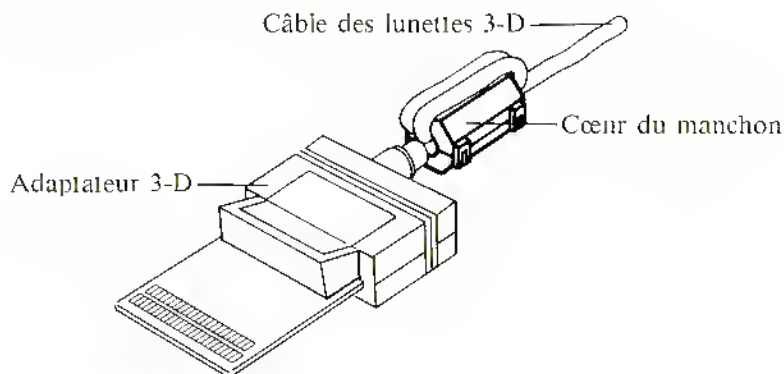


3. Retirer le convertisseur en le tenant par ses poignées.



## Précautions

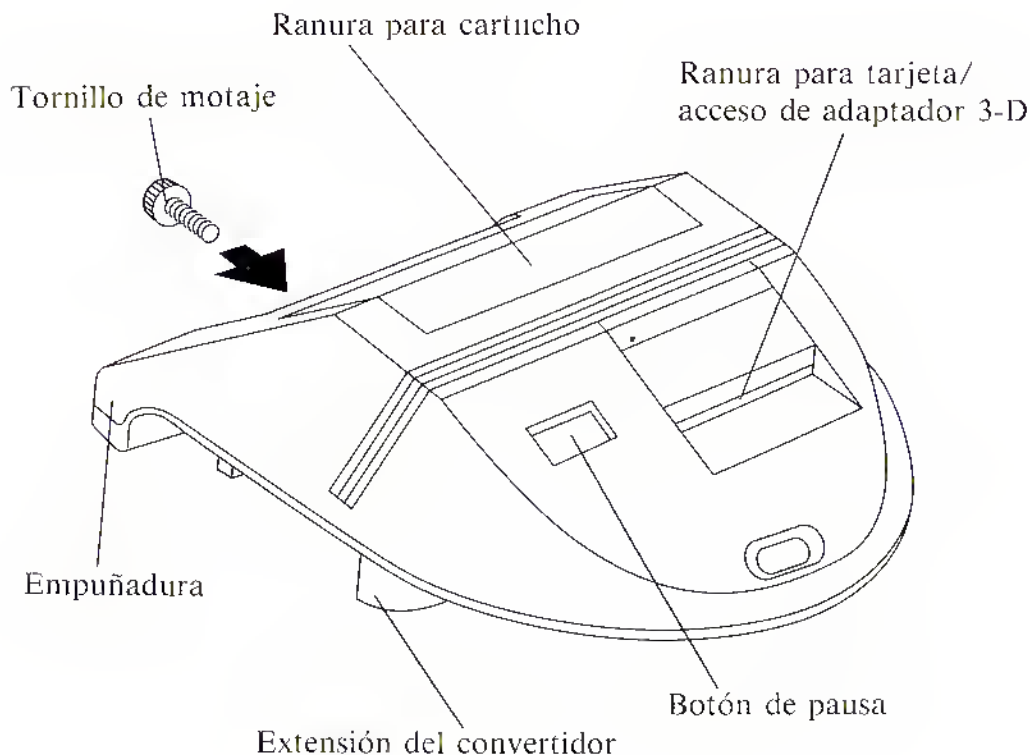
- Assurez-vous bien que l'interrupteur d'alimentation est coupé (OFF) avant d'insérer ou de retirer la carte/cartouche de jeu Sega.
- Ne faites pas tomber le convertisseur.
- Ne démontez pas le convertisseur. S'il est sale, nettoyez-le avec un chiffon humide. N'utilisez pas de produits de nettoyage chimiques.
- Avant de raccorder les lunettes 3-D au convertisseur Master System, ouvrez le cœur du manchon et enroulez le câble des lunettes 3-D deux fois autour du cœur du manchon. Puis, refermez délicatement le cœur du manchon de façon que le câble des lunettes 3-D ne soit pas accidentellement pris dedans ou coupé.



# Master System Converter

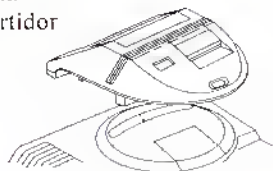
Master System Converter ha sido diseñado para hacer el Mega Drive System compatible con el Master System y los periféricos.

## Identificación de partes

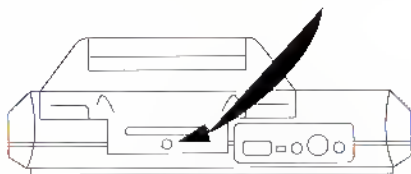


# Conexión del convertidor

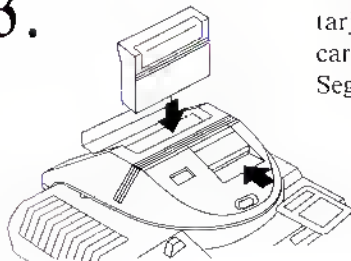
1. Cerciórese de que el interruptor de alimentación esté en OFF. Después monte el convertidor en la consola deslizando la extensión del convertidor en la ranura del cartucho de la consola Mega Drive.



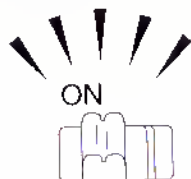
2. Ajuste el convertidor apretando el tornillo de montaje.



3. Inserte su tarjeta/cartucho Sega.



4. Ponga el interruptor de alimentación de la consola en ON.



## Periféricos compatibles

Los periféricos siguientes podrán emplearse con Master System Converter:

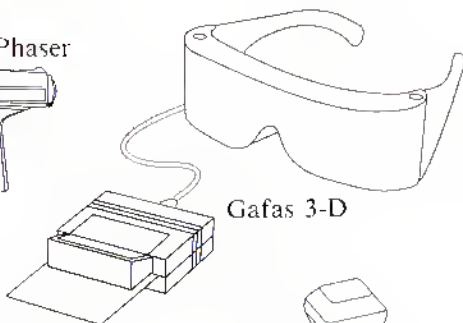
Teclado deportivo



Pistola Light Phaser



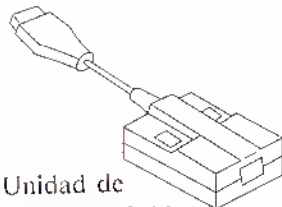
Gafas 3-D



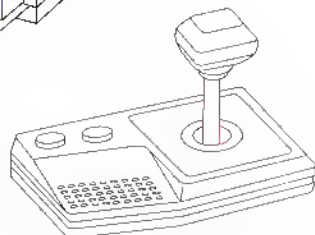
Teclado de control número 3020



Unidad de disparo rápido



Palanca de control

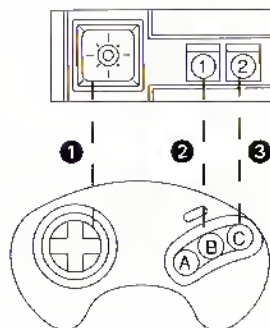




# Accionamiento del teclado de control Mega Drive

Cuando emplee el teclado de control Mega Drive, tenga en cuenta lo siguiente.

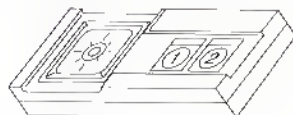
- ❶ Botón direccional  
(igual que el teclado de control Sega)
- ❷ Botón B  
(igual que el botón 1)
- ❸ Botón C  
(igual que el botón 2)



## Algunas excepciones

Con los teclados de control Master System Sega, podrán emplearse los cartuchos siguientes, Modelo 3020 solamente.

- Great Volleyball™
- Shanghai™\*
- Alien Syndrome™
- Wonder Boy in Monster Land™
- Where in the World is Carmen San Diego?®\*\*
- Montezuma's Revenge™\*\*\*
- Bomber Raid™



\*©Activision, Inc. 1986, 1988

\*\*©1985, 86 Broderbund Software, Inc.

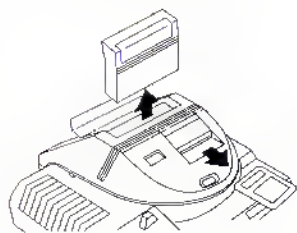
\*\*\*©1984 Utopia Software, Inc., ©1989 Parker Brothers

El cartucho F-16 Fighting Falcon™\*\*\*\* no podrá emplearse con Master System Converter.

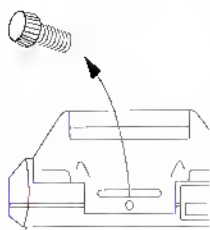
\*\*\*\*© Nexa 1985

# Desmontaje

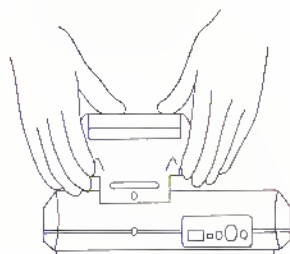
1. Ponga el interruptor de alimentación en OFF, y después extraiga la tarjeta/cartucho Sega.



2. Extraiga el tornillo de montaje.

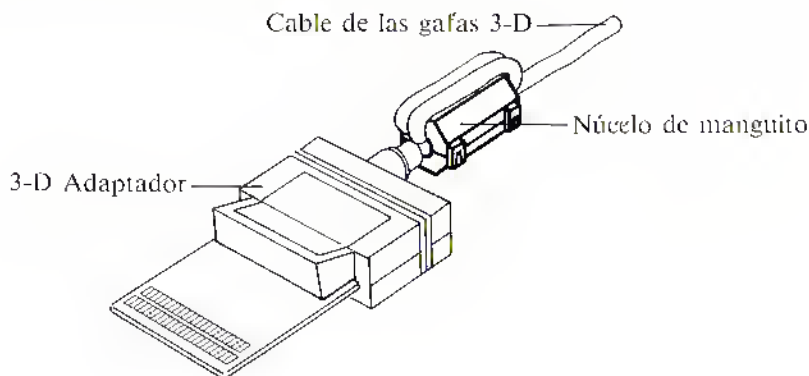


3. Extraiga Master System Converter sujetando las empuñaduras.



## Precauciones

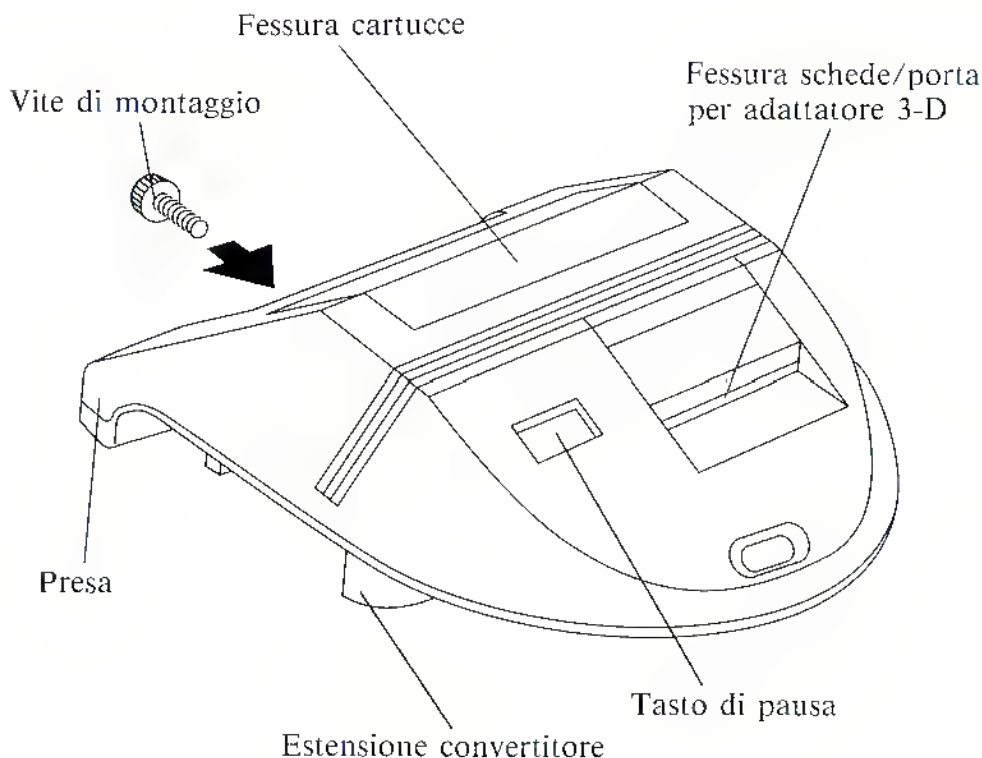
- Antes de insertar o extraer una tarjeta/cartucho Sega, cerciőrese de que el interruptor de alimentación est3 en OFF.
- No deje caer el convertidor.
- No desarme el convertidor. Cuando se ensucie, limpielo con un paőo h3medo. No emplee limpiadores qu3micos.
- Antes de conectar las gafas 3-D al Master System Converter, abra el n3cleo de manguito y bobine dos veces el cable de las gafas 3-D alrededor del mismo, como muestra la ilustraci3n. Despu3s cierre cuidadosamente el manguito del n3cleo de forma que el cable de sus gafas 3-D no quede pillado ni se corte.



# Convertitore Master System

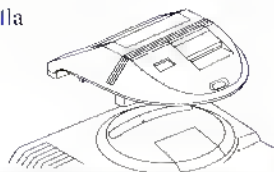
Il convertitore Master System serve a rendere compatibile il Mega Drive System con i giochi e le periferiche del Master System.

## Identificazione delle parti

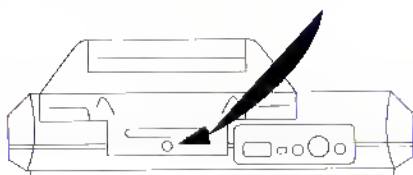


# Collegamento del convertitore

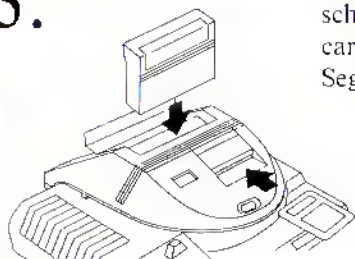
- 1.** Assicurarsi che l'interruttore di alimentazione sia regolato su OFF.  
Montare il convertitore sulla console facendo entrare l'estensione del convertitore nella fessura cartuccia della console Mega Drive.



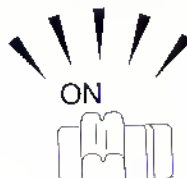
- 2.** Regolare il convertitore stringendo la vite di montaggio.



- 3.** Inserire la scheda/  
cartuccia Sega.



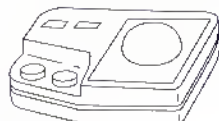
- 4.** Regolare su ON l'interruttore di alimentazione della console.



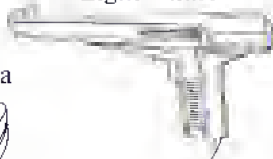
## Periferiche compatibili

Le seguenti periferiche possono essere usate con il convertitore Master System:

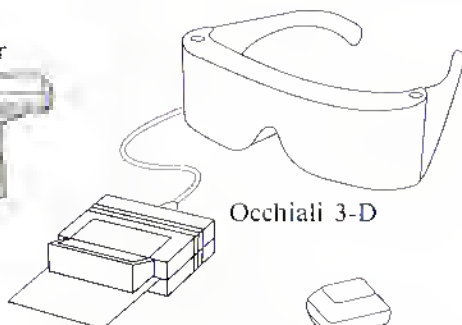
Tastiera sportiva



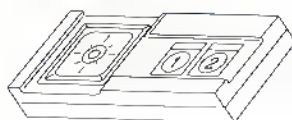
Light Phaser



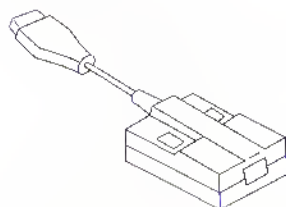
Occhiali 3-D



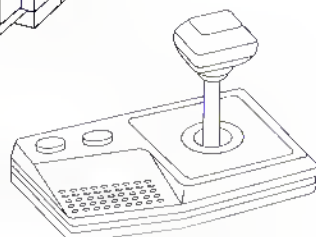
Pulsantiera di controllo n° 3020



Unità di tiro rapido



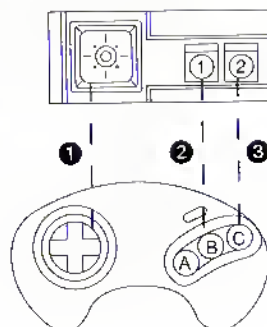
Leva di controllo



# Uso della pulsantiera di controllo Mega Drive

Quando si usa la pulsantiera di controllo Mega Drive, seguire queste istruzioni.

- ❶ Tasto direzionale  
(come sulla pulsantiera di controllo Sega)
- ❷ Tasto B  
(come il tasto 1)
- ❸ Tasto C  
(come il tasto 2)



## Alcune eccezioni

Le seguenti cartucce possono essere giocate solo con pulsantiera di controllo Sega Master System, modello 3020.

- Great Volleyball<sup>TM</sup>
- Shanghai<sup>TM</sup>\*
- Alien Syndrome<sup>TM</sup>
- Wonder Boy in Monster Land<sup>TM</sup>
- Where in the World is Carmen San Diego?<sup>®</sup>\*\*
- Montezuma's Revenge<sup>TM</sup>\*\*\*
- Bomber Raid<sup>TM</sup>



\*©Activision, Inc. 1986, 1988

\*\*©1985, 86 Broderbund Software, Inc.

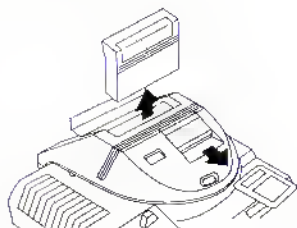
\*\*\*©1984 Utopia Software, Inc., ©1989 Parker Brothers

La cartuccia F-16 Fighting Falcon<sup>TM</sup>\*\*\*\* non può essere usata con il convertitore Master System.

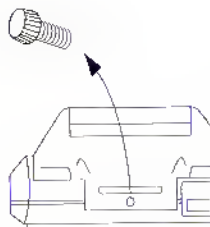
\*\*\*\*© Nexel 1985

# Per staccare il convertitore

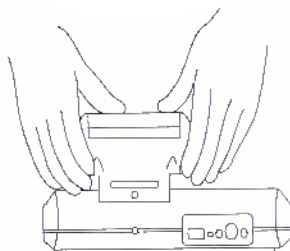
- 1.** Regolare l'interruttore di alimentazione su OFF e estrarre la scheda/cartuccia Sega.



- 2.** Togliere la vite di montaggio.

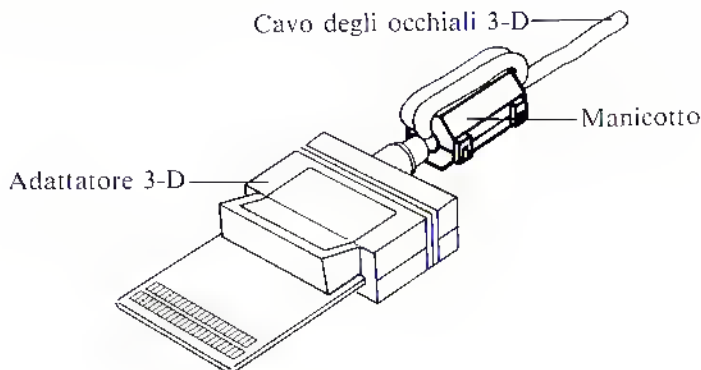


- 3.** Staccare il convertitore tenendolo per le prese.



## Precauzioni

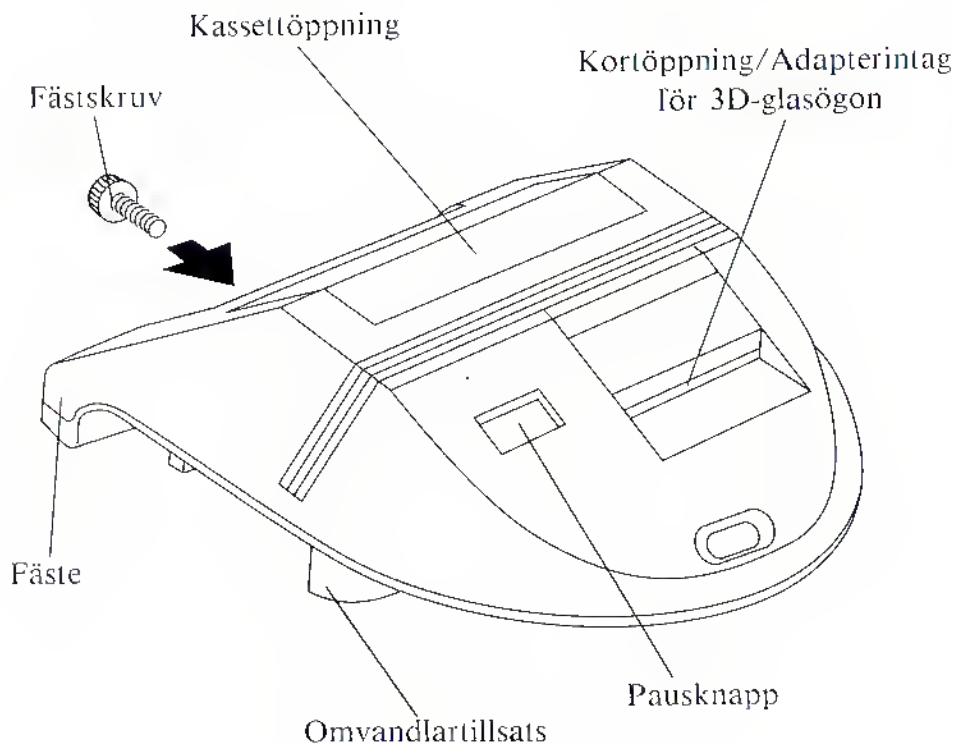
- Assicurarsi che l'interruttore di alimentazione sia regolato su OFF quando si inserisce o si estrae una scheda/cartuccia Sega.
- Non lasciar cadere il convertitore.
- Non smontare il convertitore. Se si sporca, pulirlo con un panno umido. Non usare pulitori chimici.
- Prima di collegare gli occhiali 3-D al convertitore Master System, aprire il manicotto e avvolgere il cavo degli occhiali 3-D due volte intorno al manicotto come illustrato sotto. Chiudere il manicotto con attenzione in modo da evitare che il cavo degli occhiali 3-D sia schiacciato o tagliato.



# Reglageomvandlare

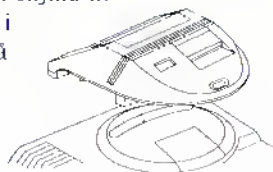
Reglageomvandlaren är utformad så att spelen som använder sig av systemet Mega Drive görs kompatibla med spelen som använder systemet Master System.

## Delarnas placering och benämning



# Anslutning av reglageomvandlaren

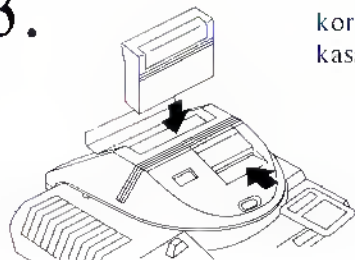
- 1.** Kontrollera att strömbrytaren står i fränslaget läge OFF. Montera sedan reglageomvandlaren ovanpå konsollen genom att skjuta in omvandlartillsatsen i kassettöppningen på styrplattan Mega Drive.



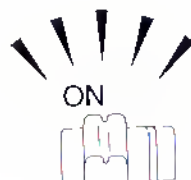
- 2.** Fäst omvandlartillsatsen genom att dra åt fästsruven.



- 3.** Sätt i Sega-kortet/kassetten.



- 4.** Slå strömbrytaren till läget ON.



## Kompatibla tillbehör

Följande tillbehör kan användas tillsammans med reglageomvandlaren.

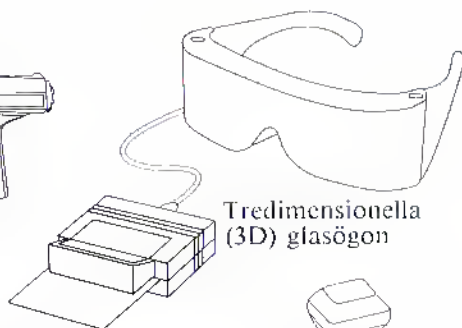
Styrplatta för olika sporter



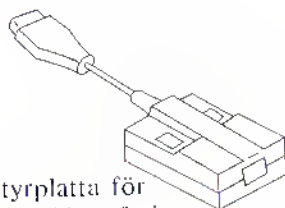
Ljuspistol



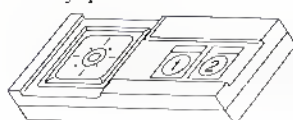
Tredimensionella (3D) glasögon



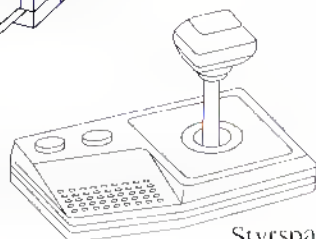
Styrplatta för snabb avfyring



Styrplatta nr. 3020



Styrspak

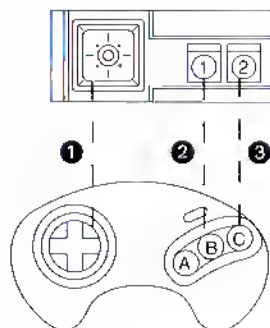




# Hur styrplattan Mega Drive används

Använd styrplattan Mega Drive enligt det följande:

- 1** Rikttningsreglage  
(samma som på Segas styrplatta)
- 2** Knapp B  
(samma som knapp 1)
- 3** Knapp C  
(samma som knapp 2)



## Några undantag

Följande kassetter kan endast användas med Sega Master System styrplatta modell 3020.

- Great Volleyball<sup>TM</sup>
- Shanghai<sup>TM</sup>\*
- Alien Syndrome<sup>TM</sup>
- Wonder Boy in Monster Land<sup>TM</sup>
- Where in the World is Carmen San Diego?<sup>®\*\*</sup>
- Montezuma's Revenge<sup>TM\*\*\*</sup>
- Bomber Raid<sup>TM</sup>



\*©Activision, Inc. 1986, 1988

\*\*©1985, 86 Broderbund Software, Inc.

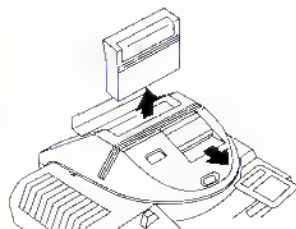
\*\*\*©1984 Utopia Software, Inc., ©1989 Parker Brothers

Kassetten The F-16 Fighting Falcon<sup>TM\*\*\*</sup> kan inte användas med reglageomvandlaren.

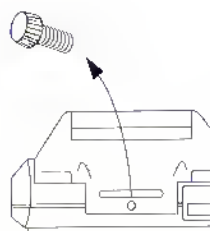
\*\*\*\*© Nexa 1985

# Hur reglageomvandlaren tas loss

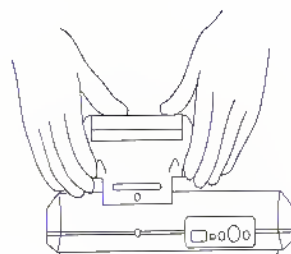
1. Slå strömbrytaren till läget OFF och ta sedan ur Sega-kortet/kassetten.



2. Skruva loss och ta av fästskruven.

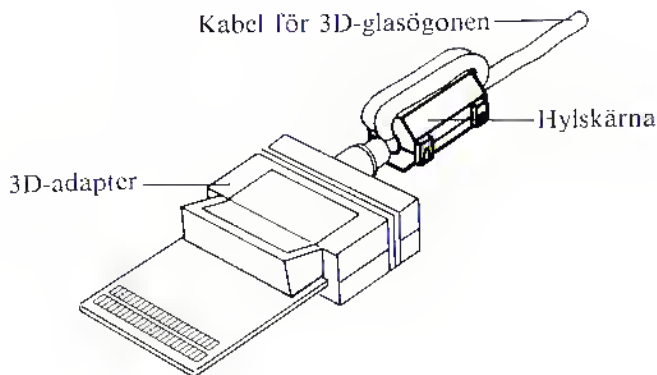


3. Lyft upp och ta av reglageomvandlaren genom att hålla i fästena.



## Att observera

- Kontrollera att strömbrytaren står i läget OFF innan du sätter i eller tar ur Sega-kortet/kassetten.
- Tappa inte reglageomvandlaren.
- Ta inte isär reglageomvandlaren. Rengör den med en fuktig trasa när den blir smutsig. Använd aldrig kemiska rengöringsmedel.
- Öppna hylskärnan och dra kabeln för 3D-glasögonen två gånger runt kärnan, såsom visas på bilden, innan 3D-glasögonen ansluts till reglageomvandlaren. Stäng sedan hylskärnan noga så att kabeln inte knips av eller skadas.





**SEGA**